

1/13

Architecture 100

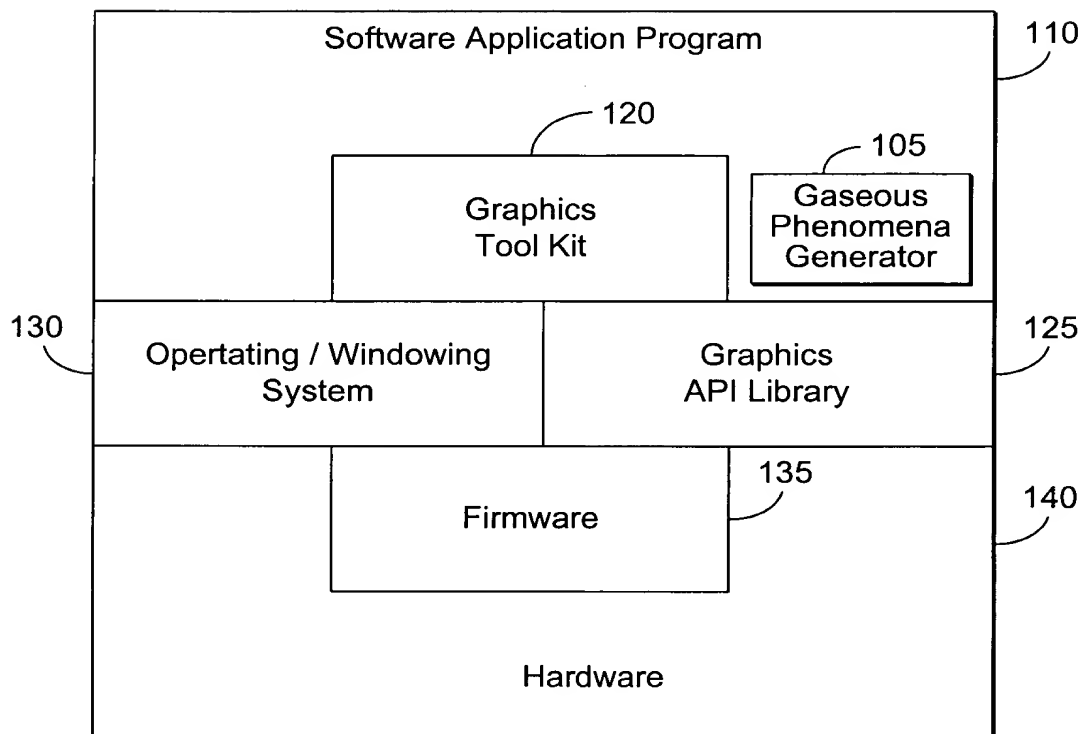
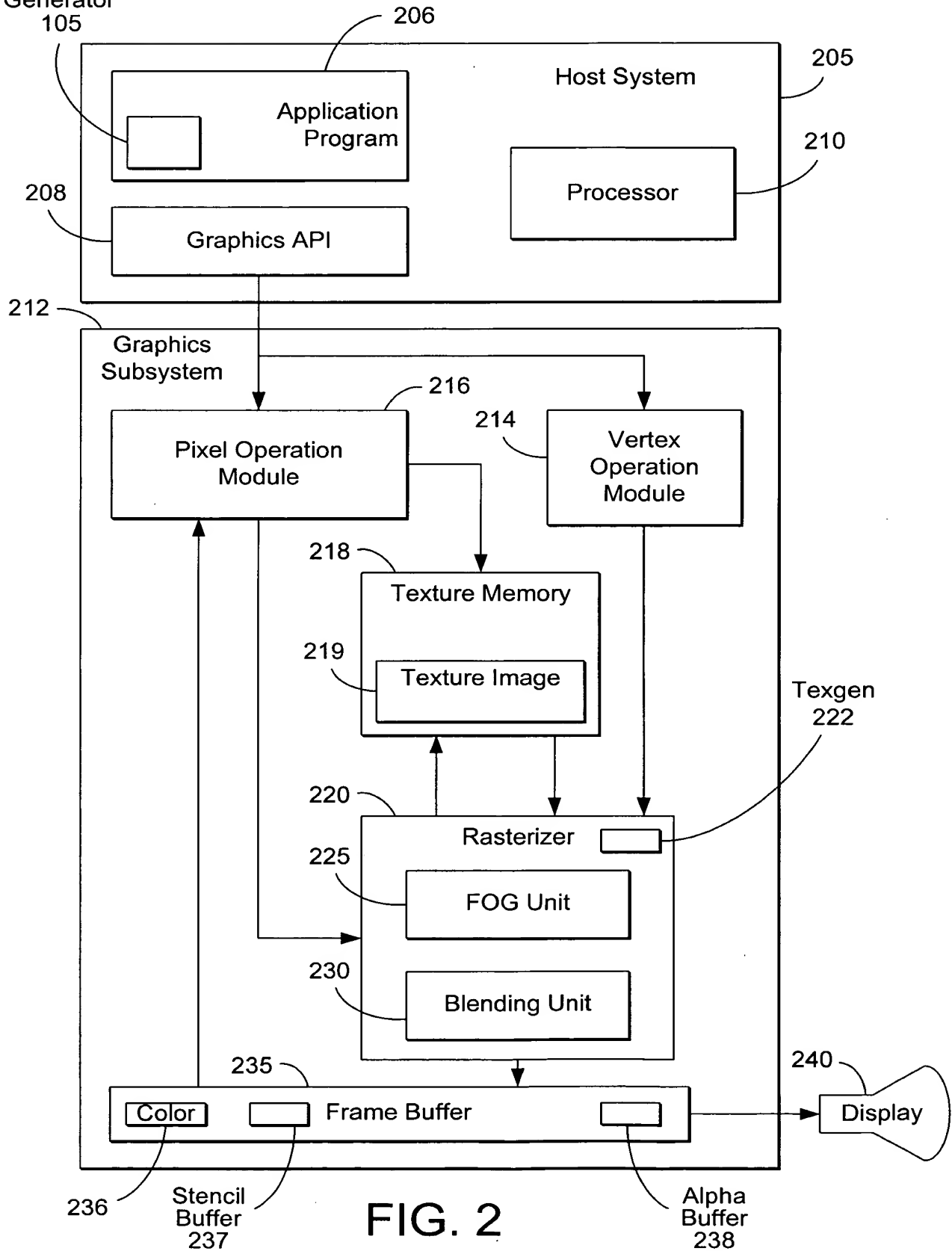


FIG. 1

Gaseous  
Phenomena  
Generator  
105

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200



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Computer System 300

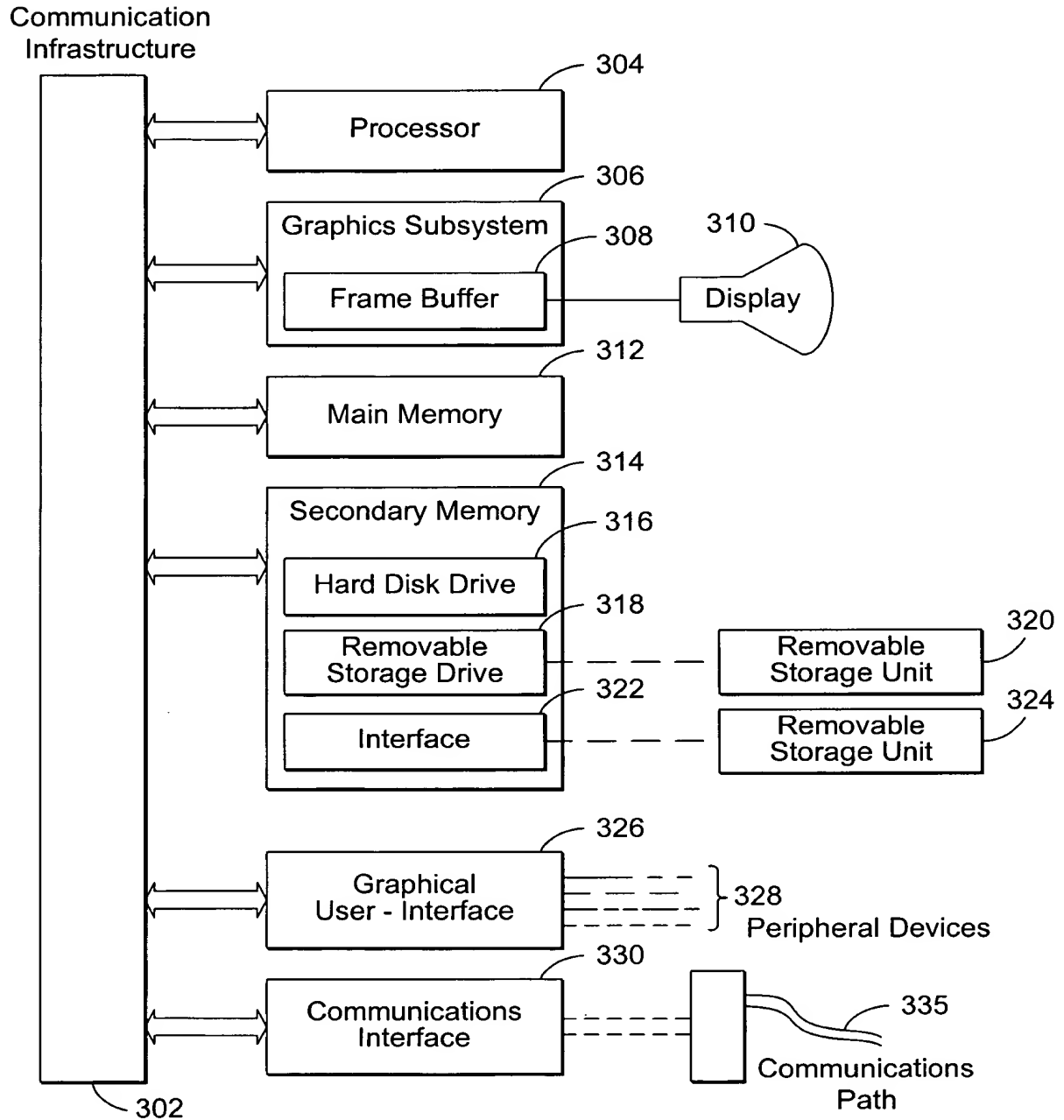


FIG. 3

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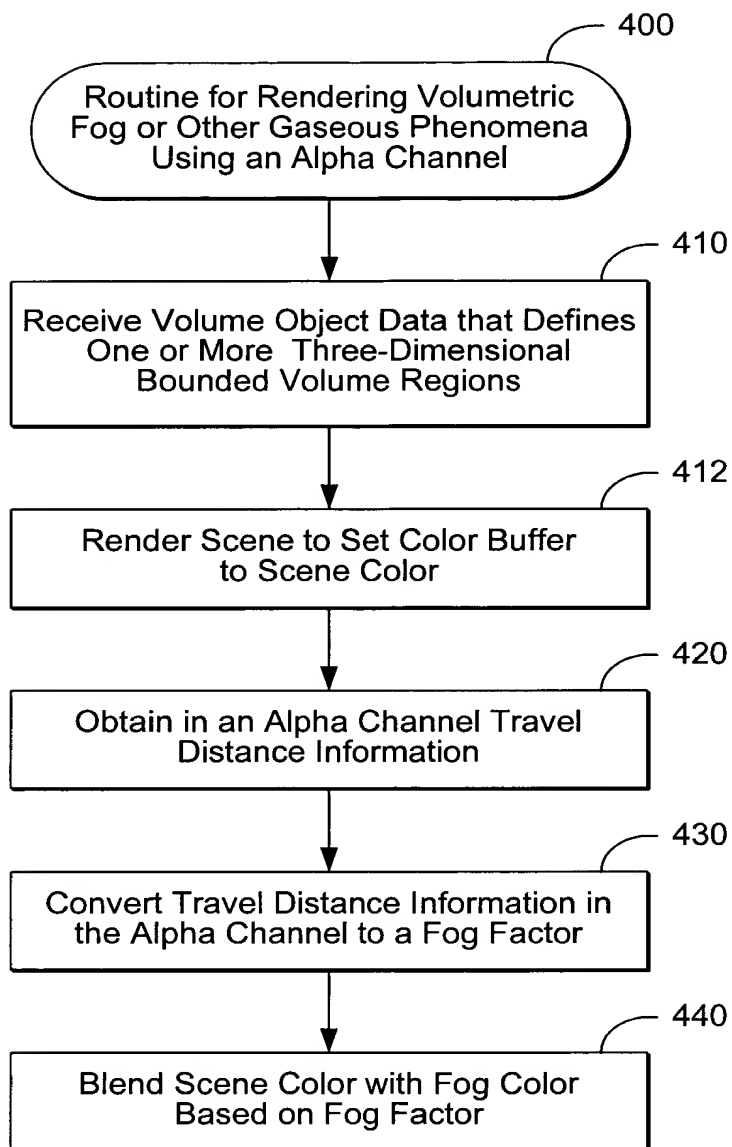


FIG. 4

205020" 925T6660

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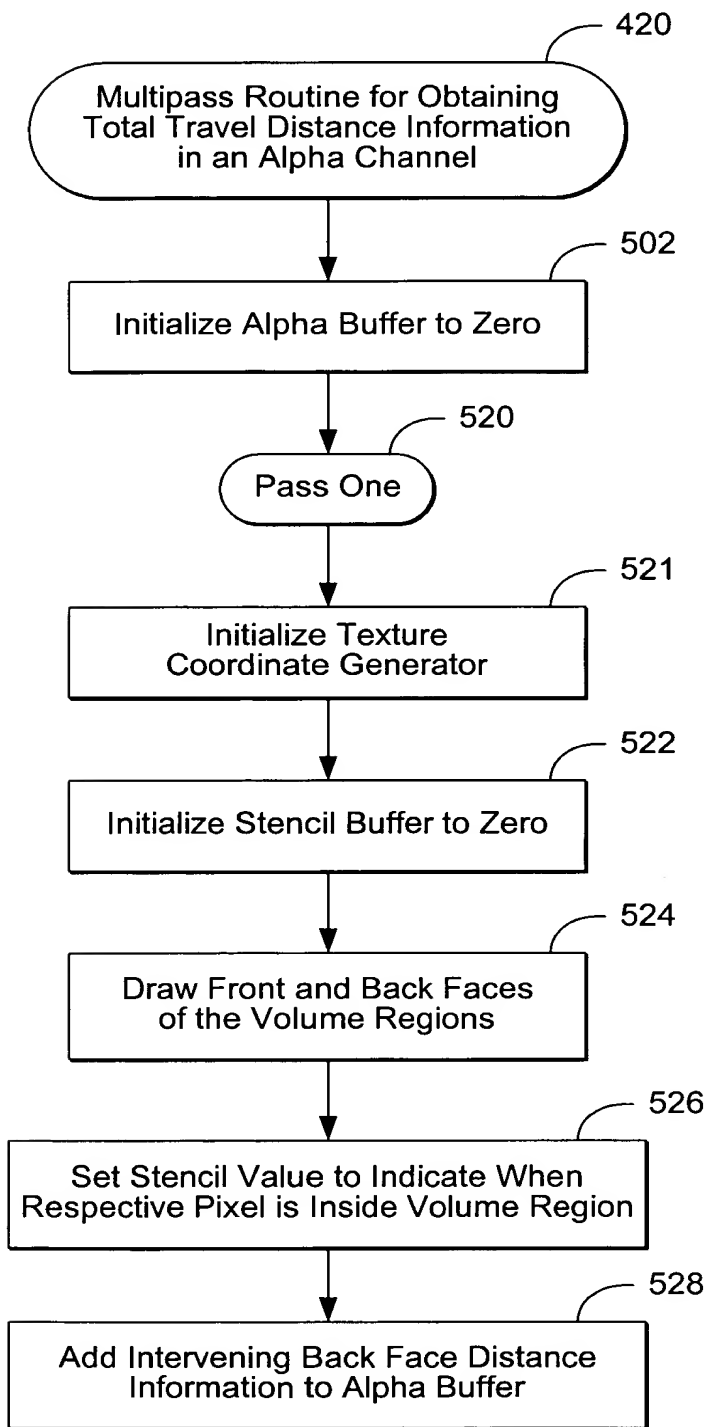


FIG. 5A

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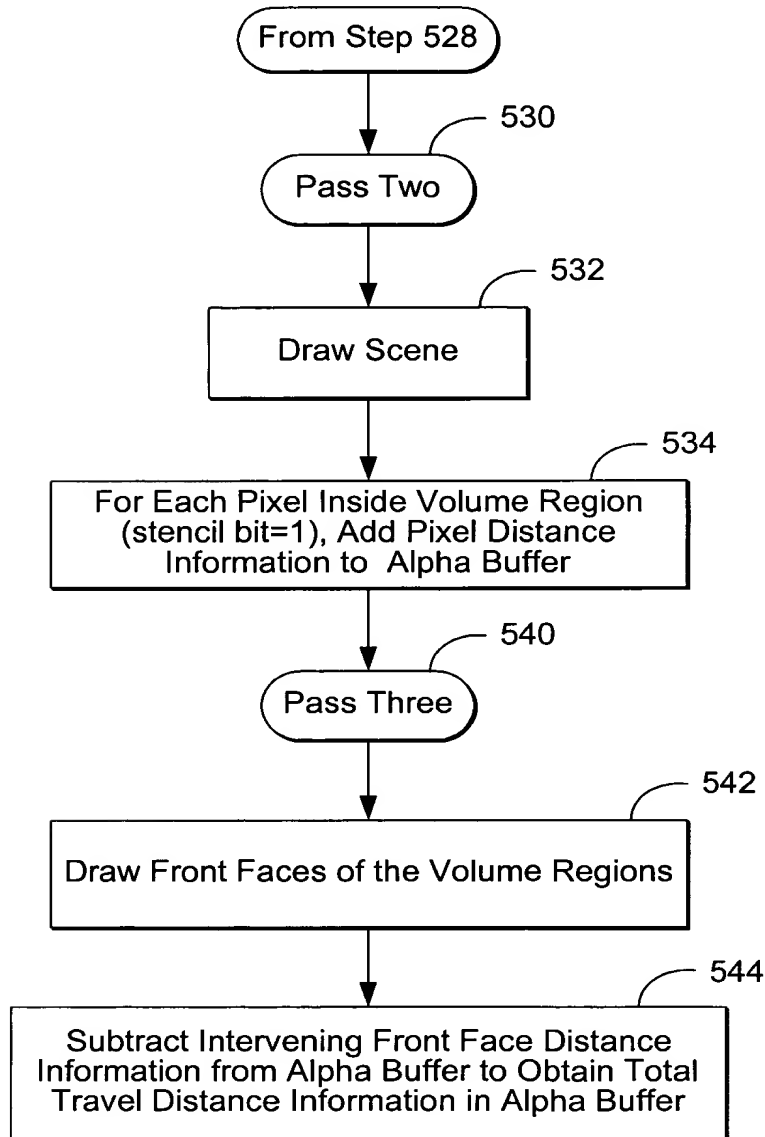


FIG. 5B

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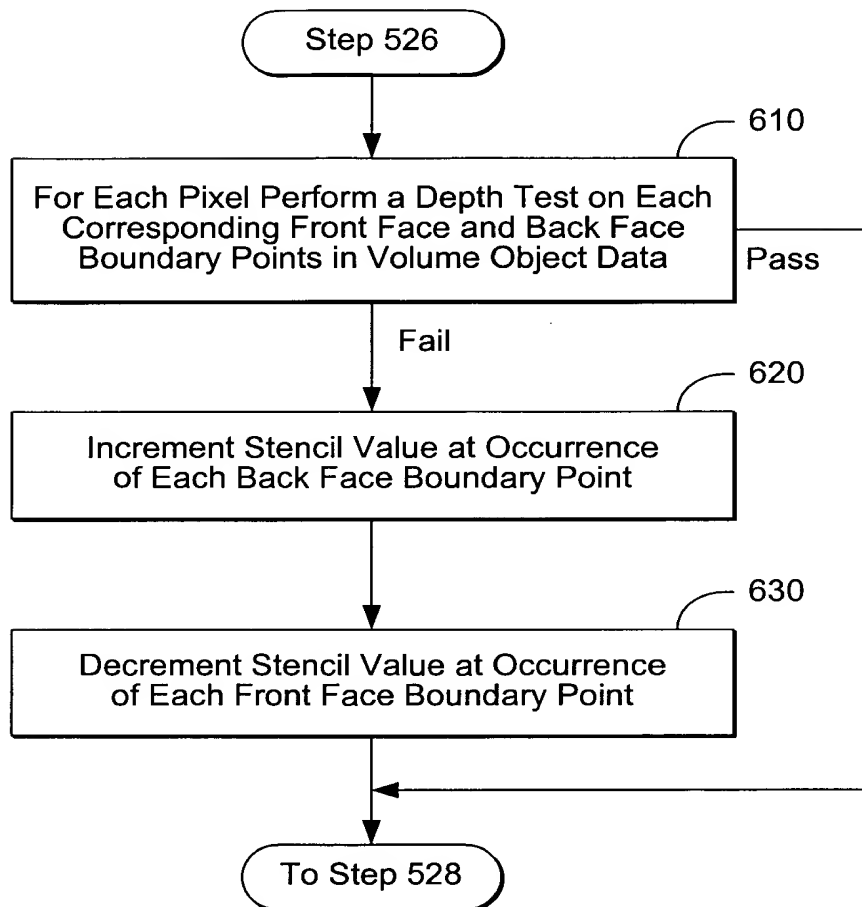


FIG. 6

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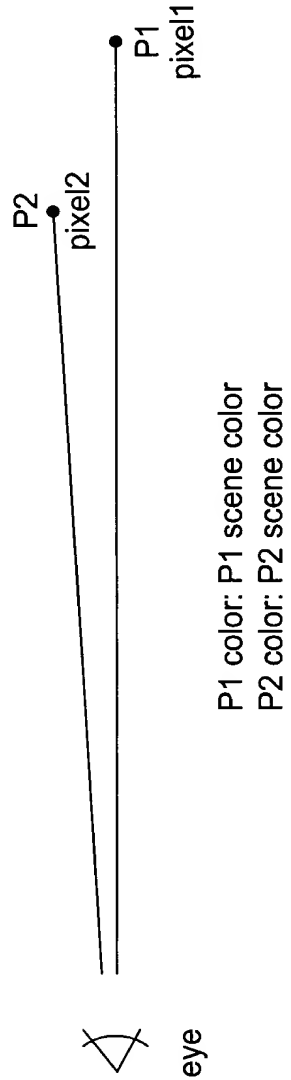
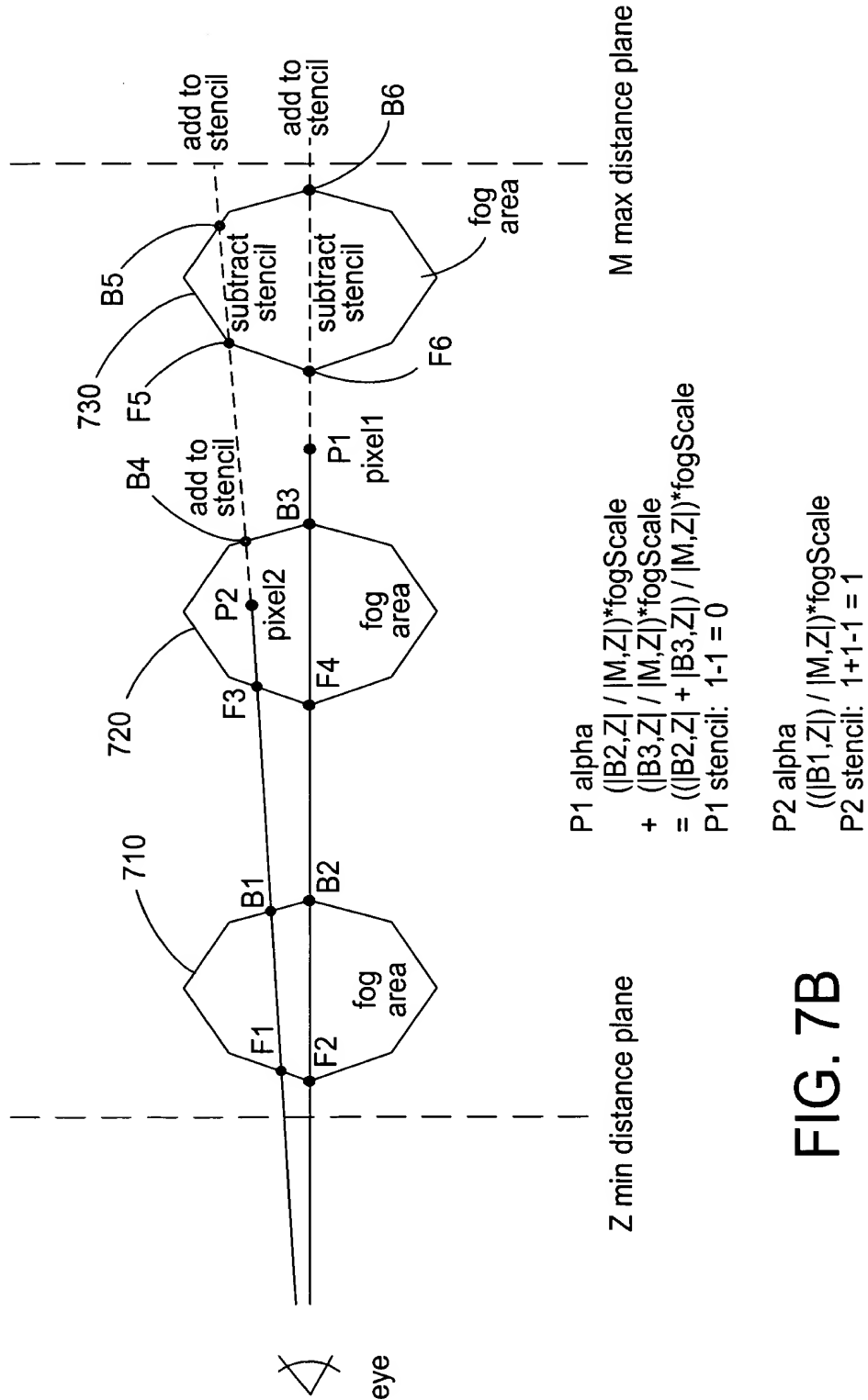
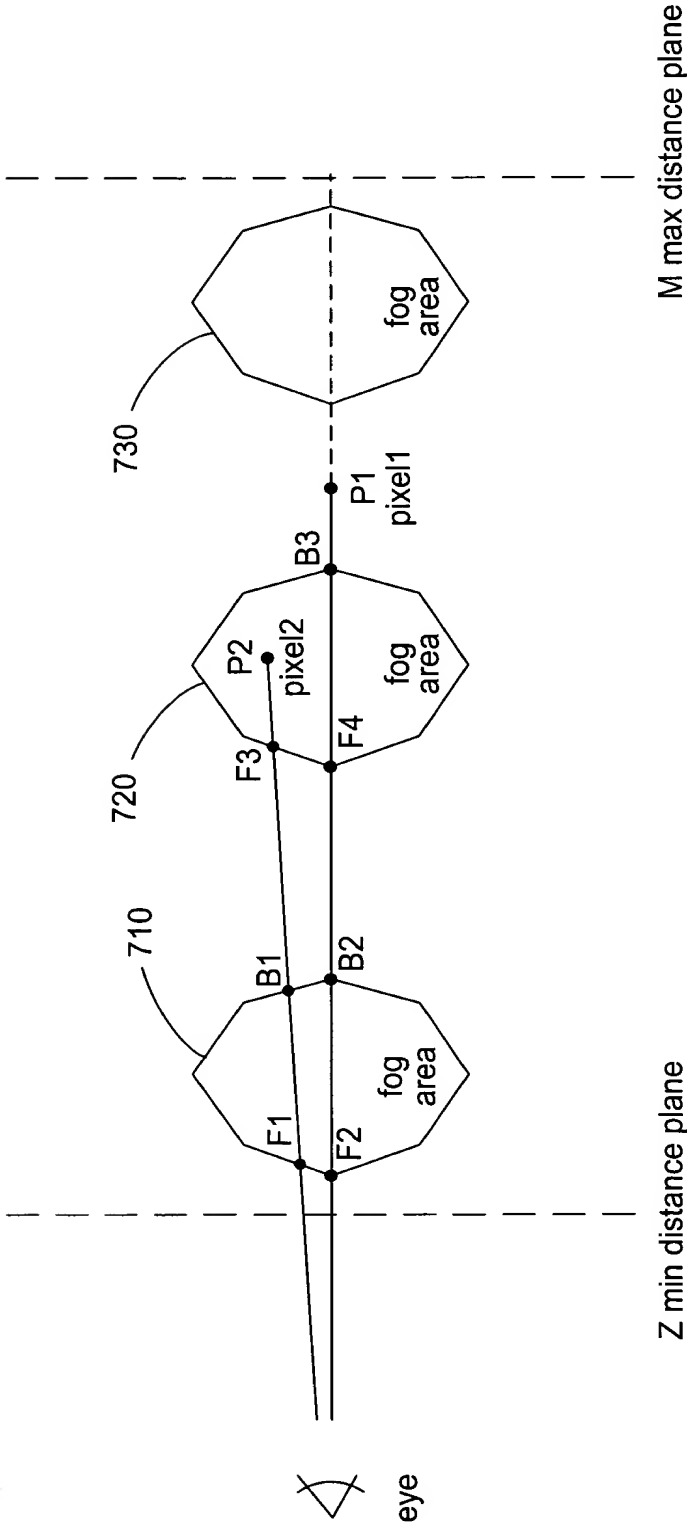


FIG. 7A





**FIG. 7B**



P1 alpha : not changed, stencil 0  
 $= ((|B2,Z| + |B3,Z|) / |M,Z|) * fogScale$

P2 alpha : changed, due to stencil 1  
 $P2\ alpha$   
 $+ (|P2,Z| / |M,Z|) * fogScale$   
 $= ((|B1,Z| + |P2,Z|) / |M,Z|) * fogScale$

FIG. 7C

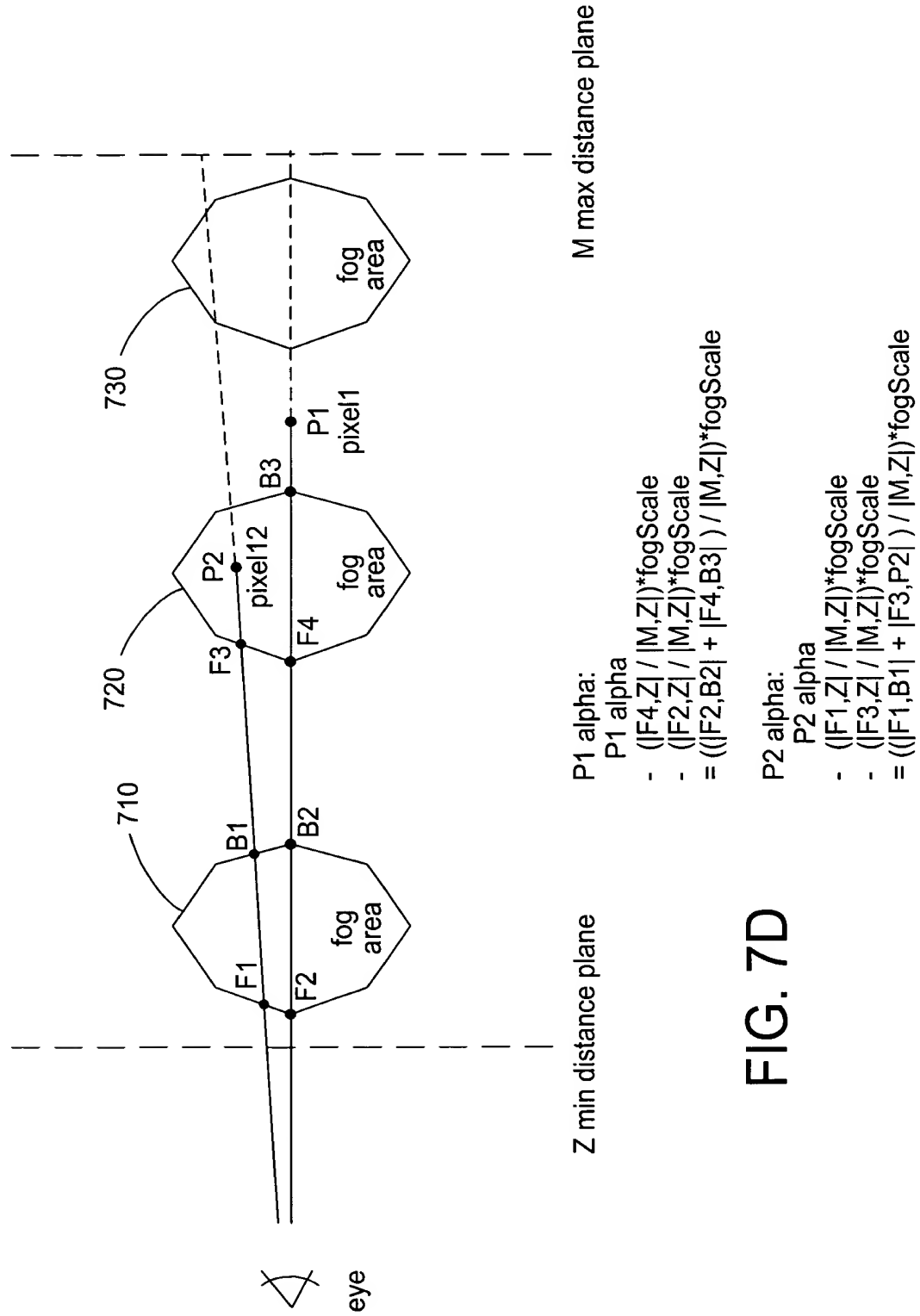
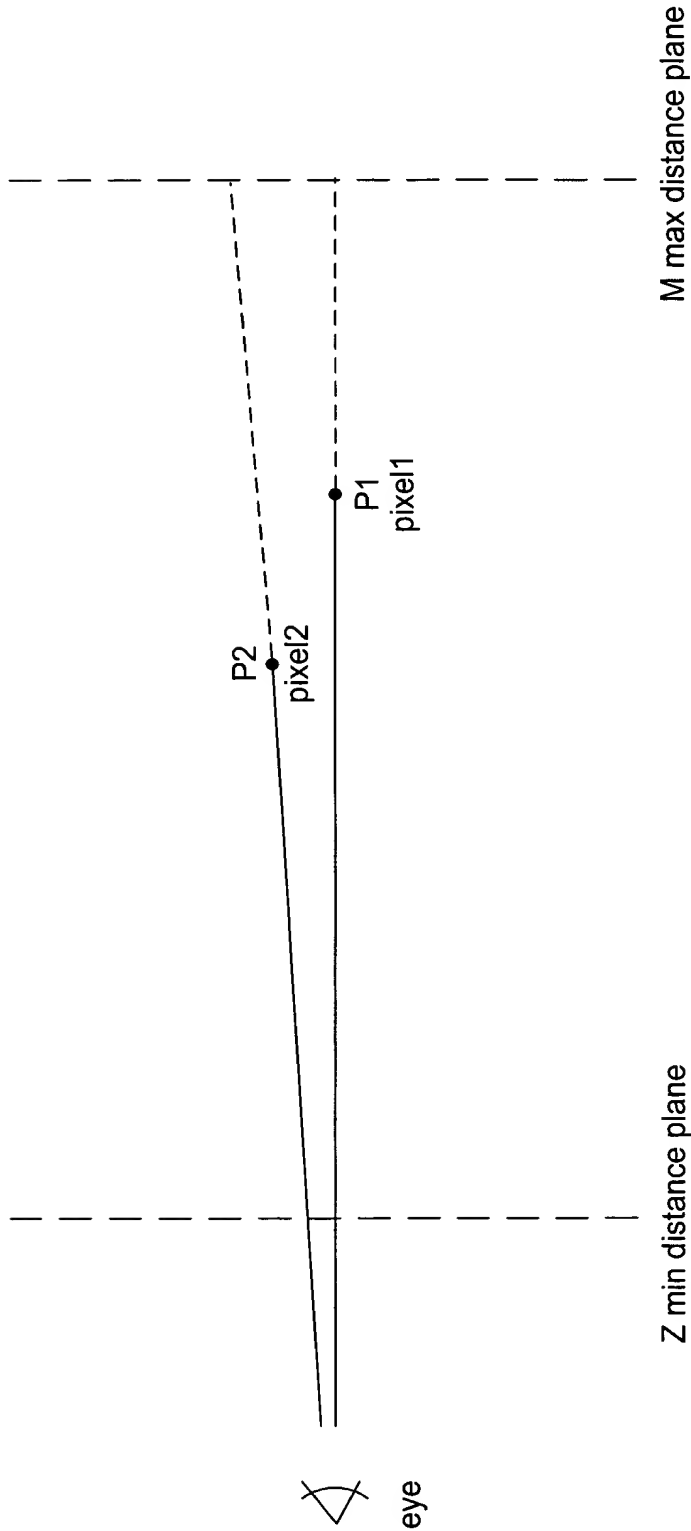


FIG. 7D



Fog Factor { P1 alpha: P1 alpha \*(fogDensity/fogScale)\*|M,Z|  
P2 alpha: P2 alpha \*(fogDensity/fogScale)\*|M,Z|  
(linear fog)

or

Fog Factor { P1 alpha: pixelmap[(P1 alpha/fogScale)\*|M,Z|]  
P2 alpha: pixelmap[(P2 alpha/fogScale)\*|M,Z|]  
(exp or exp2 fog)

FIG. 7E

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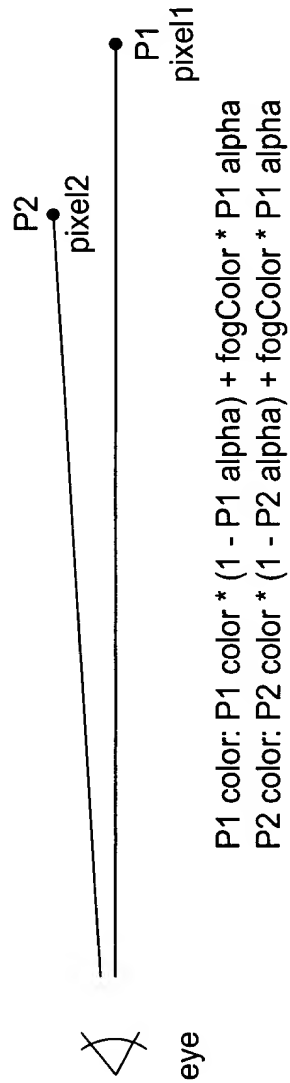


FIG. 7F